

Jörg-Ulrich Mohnen, M.Sc., MBA

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OBJECTIVE

A freelance or staff position as a CG Supervisor, Tools & Technology, Pipeline & Rendering TD, or CG generalist.

PROFESSIONAL OVERVIEW

As a computer programmer and business development consultant, I have relentlessly and successfully balanced efficiency and technology in large format film workflows relying heavily on computers, render farms, production databases, and render queue technologies. I am results-driven with a solid, verifiable career track record for successfully propelling companies through start-up productions and hi-growth and hi-productions cycles. As a customer driven business consultant, expert in contributing to projects from a systems/technical viewpoint, I ensure that business development succeeds. Through exceptional communication and strong negotiation skills, I am very effective at identifying opportunities, deploying resources to meet objectives, & providing ongoing tactical and technical solutions.

CG SUPERVISOR & PIPELINE TOOLS & TECHNOLOGY DEVELOPMNT, TD PROGRAMMING & SCRIPTING

- Strategic Technical Planning
- Mentalray Lighting & Rendering
- Maya API Plugin Development
- Mel & Python & Perl Scripting
- Database Dev (mySQL & Postgress)
- Renderman (MTOR, Alfred, Slim)
- Shake Compositing & Rendering
- Nuke Compositing & Rendering
- Excellent UNIX & Linux Skills
- Network & Storage & Rendering
- Pipeline & Workflow Design
- C#/.NET Development

TECHNICAL SYSTEMS STRENGTHS

- ***Operating Systems:*** UNIX (AIX, HP, and especially SUN Solaris thru 8-10 and HP UNIX6000/9000), Mac OSX 10.x.x (from Leopard to all versions back to 2005), LINUX (Fedora, Debian, CentOS, Ubuntu, and SuSe10.x), Windows XP/Vista, Windows 2000 Professional and Advanced Server and Web Server Installation-Configuration via Xserver 4.31, and networking under all Windows and especially UNIX environments (IRIX, Solaris, HP, IBM, Suse)
- ***Programming:*** Python and Mel, Max Scripting, Perl/Ruby, Tcl/Tk, C#.NET, C/C++ (Borland, Delphi and MV Studio), Google Earth APS, Javascript & JDE & applets, F77, F90, IDL (Interactive Data Language), Unix Bash and C Shell, Script and Batch, Internet Front End (VRML, XML, HTML, VBscript)
- ***Code Repositories:*** Administration of Perforce, CVS, Subversion, Sugar CRM, Alienware, and GDI coupled to server architecture like Apache, Tomcat, or Microsoft
- ***Remote Sensing & GIS Software:*** AutoCAD, REVIT, Autodesk MAP 3D, Earth Resource Mapping (expert-ERMAPP), GRASS, ESRI's suite (ArcView, ArcIMS, ArcInfo, etc...), ENVI Hyper-spectral (IDL), PCI Easy Pace, TNT MIPS, ERDAS IMAGINE, Image Web server Raster ECW, ESRI's Image Map Server Product line, MAP Info product line, Datascope (now Antelope), VICAR (JPL), HDF-VIEWER (JPL), Autodesk Mapping Software Products
- ***Databases:*** SQL Server 2005, MySQL, Postgress, DB2, Oracle, Oracle Triggers and Stored Procedures, PL/SQL, Shell/Perl scripts as they apply, FileMaker.
- ***Routing:*** Cisco/SUN Connectivity & Hardware Routers, Switches, Wireless, Ethernet, Fast-Ethernet, Gigabit Ethernet, Cable/DSL Modem setup, Analog Dialup configuration
- ***Modeling & Rendering Software:*** 3DS Max, Lightwave, Maya, Mental Ray, Nuke, Shake, FinalRender, Brazil, Vray, Mental Ray, Realflow, Motion Blur technology, Autodesk VIZ, RealVIZ Fluid, Zbrush, Mudbox. Also familiar with a slew of renderqueue software to the aforementioned packages (i.e. SUN GRID ENGINE, Rush, Midge, StreamerNET, Temerity Pipeline, Cubed, Spider, MentalQUE, etc...). Very familiar with After Effects, FinalCut, LiveType, Bori, Graffiti, AppleMotion, Vegas, Avid ExpressPro, Avid Composer, Avid Nitros/Meridian, MacroMediaMX (Dreamweaver, FlashMX, etc...), and the full Adobe Software Suite (Illustrator, PhotoShop CS, etc...). All adobe products (i.e. PhotoShop, Illustrator, etc...), Adobe products (FlashMX, Dreamweaver, HomeSite)
- ***Geodata in Entertainment:*** I have been involved with several studios, network news agencies, large format feature film pipelines, and gaming productions, that are researching and have used satellite and remotely sensed data in their productions. I am specialized in this area of business development.
- ***Business Software:*** SAP R/2 & R/3 (FI & CO), Crystal Reports, Peachtree, Microsoft Office Suite, ATX Tax Preparation Software, Arthur Andersen FAST I-II-III Training in GAAP Accounting Standards, QuickBooks, MS Office, Hyperion, Oracle, MIP, SAS, PeopleSoft, and TurboTax
- ***Desktop Software:*** Macromedia & SWISH MacroMediaMX, and the full Adobe Software Suite (Illustrator, PhotoShop, etc...) and Macromedia front-end products (FlashMX, Dreamweaver, HomeSite), Adobe Photoshop CS2, Adobe Go Live and Creative Suite Software, Microsoft Office, Access, Excel (PivotTables, Graphs, Charts), Power Point, Publisher, Front Page, Visio, Outlook Express, Net Meeting, Microsoft Remote Desktop Connection

PROFESSIONAL EXPERIENCE

RECENT CONSULTING, Los Angeles, CA & Abroad

BBC , Wales & London

June - Aug, 2009

- Processed and Delivered Geospatial WavGen software and a World Landsat Mosaic
- Implented GIS and Remote Sensing Software and hardware Infrastructure

StudioGPU & Extra Large Tech, Hollywood CA

April - May, 2009

- Playmobil Project development and technical pipeline design in production
- Designed rendering and gaming assets and rendering out 3D animations and 3D props
- Organized the file naming conventions and Maya Python/Mel scripting in Render queue

Engine Room, Hollywood CA

April - May, 2009

- Delivered environmental 3D assets (Buildings & Terrain) for powers of ten opening shot
- Designed technical 3D rendering and animation plug-ins (WavGen)

Paranoid FX, Culver City, CA

Sept - Oct, 2009

- Called in to trouble shoot Flint/Inferno editing bay (GEN10, AJA, HD Deck, etc)
- Re-cabled and setup machine room for several project deliverables

Terra Media Services, Stuttgart, Germany

Feb - Oct, 2009

- Tour de France Productions and 2D and 3D Rendering Pipeline Design
- Ski Alpine World Cup productions and 2D and 3D Rendering and Pipeline Design
- 2010 Olympic 3D Terrain Animations and Data processing (Whistler/Vancouver BC)

yU+Co Design & VFX Studio, Los Angeles, CA

2007 - 2009

Business Development, Systems & iTechnology, Pipeline Scripting & Programming

- Rebuilt the complete technical workflow of this design and visual effects with a budget less that \$500,000
- Maya Development (including Perl RUSH, Mel Scripting, Python Scripting, Mentalray Plugins)
- Development scripting and database links to the Nuke 2D workflow, the Shake 2D workflow and all 3D Tech
- Built the Vault and Tape I/O and backup procedures for the complete 2D and 3D production in the studio
- Procured heterogeneous networking of Windows, Linux and OSX render nodes in 64bit architecture
- Developed a database migration from Filemaker for Tape Barcodes, for contacts database in Marketing
- Daily interaction with the CEO, Head of Operations, and executive producers for planning and infrastructure
- Maintained monthly budget analysis and technical reports and implemented monthly budget strategies
- IBM's WebSphere and Google Earth API and XML (Ajax) development framework for Effects Projects
- Developed and implemented daily systems analysis, operations and fail safe production integration
- Directed Networking and Storage on OSX Server storage while growing RAID infrastructure (8TB to 69TB)
- Configured OSX servers, email migration to Qmail, www migration to Apache2, FTP migration with MySQL
- Open Directory LDAP infrastructure by implementing XSAN and SAN technologies on Q-Logic Switches
- Setup Samba and Volume mount points as needed via niload and fstab files on heterogeneous OS
- Designed several 2D and 3D rendering pipelines around various render queue software for production
- Designed 3D and 2D visual effects pipelines for GIS and buildings and satellite and aerial geodata
- Installed and implemented Maya, 3Ds Max, Mental Ray Vray, Nuke, Shake, and After Effects
- Programmed a robust request trouble ticket system (RT) for the Help Desk staff that I manage
- Programmed PHP Nuke as the in-house company Wikipedia pages and documented the IT infrastructure
- Setup security monitoring and analysis software (Ethereal, Wire Shark, Earth, RT)
- Setup and maintained company source code repository using Subversion of all C#/ .NET and shader code.
- Completed RAID migration for 2D editing and compositing as well as 3D rendering for OSX and Linux
- Migrated facility from OSX 10.4.2 to 10.5.x (Leopard) for XSAN and Xserver and all client machines
- Migrated 3D Flash web site to latest versions of Adobe Flash including content & action scripts
- Implemented robotic backup strategies and emergency recovery procedures for online critical technologies (i.e. www, ftp, email/qmail, https, client dailies, storage servers, DNS, LDAP, and other mission critical tasks)

Jim Henson Company, Los Angeles CA

May 2007 - Oct 2007

Business Development, Systems & iTechnology, Pipeline Scripting & Programming

- Systems support role in the digital TRON animatic virtual set pipeline.
- Maya Development (including Perl RUSH, Mel Scripting, Python Scripting, Mentalray Plugins)
- Renderman development including MTOR, ALFRED, SLIM integration on generic uebershaders
- Helped head of systems with trouble shooting renders. Helped implement Renderman and Maya in post
- Optimized Renderman (.rib's and .tex's) while implementing on modest storage and network topographies
- Introduced, installed, and distributed new 64bit Linux technology for Maya and Shake
- Contributed to weekly production meetings from render optimization reports

- Facilitated hardware and software purchases and wrote purchase orders and supported procurement
- Designed a workflow to image and clone Linux, Windows, and OSX operating systems
- Implemented Wire Shark / Ethereal for TCP and UDP network optimization
- Decrease packet losses, port analysis, prepared network review diagrams for production & render meetings
- Implemented NAGIOS and OS specific storage monitoring tools for production
- Trained on setting up real time mocap stage and the virtual cameras, and storage network topography

SONY Playstation 3 - Sony Computer Entertainment of America, San Diego, CA 2005 - 2007

Business Development, Systems & iTechnology, Pipeline Scripting & Programming

- Optimized the distributed rendering environment at SONY Computer Entertainment of America
- Maya Development (including Perl RUSH, Mel Scripting, Python Scripting, Mentalray Plugins)
- Strong Mentalray pipeline development including the lighting and rendering workflows
- Emphasis on Perl scripting and RUSH implementation, Maya & Mental Ray performance tuning
- Implementation of a hardware / software architecture based on 64bit LINUX
- Successfully monitored load performance on render farm machines (Rushtop, XOSview, Ethereal)
- Monitored primary and secondary queue servers using RUSH distributing software and Temerity Pipeline
- Successfully upgraded, monitored and troubleshoot Linux Redhat 2.6.9-34 based farm machines
- Assisted with job submissions and failed jobs then help troubleshoot & rerun queues
- Responded to all render related support calls and helped implement success strategies
- Worked with production at weekly meetings to forecast renders resources and prepare quarterly IT budgets
- Implemented process and procedure protocols to improve workflow (i.e. Linux roll-out)
- Developed internal tools, administrative UI's, and advance existing scripts based on developer APIs & SDKs
- Extended a software distribution system to support next-gen environments (1080p/2K/4K)
- Administered Clients & Servers (cross-platform): NFS, FTP, Web, DNS, Kerberos, et cetera
- Built VMware triple boot Linux & OSX & Windows workstations and render servers and network integration
- Tested version releases, Installing, configuring, and distributing commercial 2D/3D software
- Integrated the optimization strategy w/ Netops, SysOps, and the IT support structure
- Integrated next-gen highest resolution 4K textures in a pre-rendered Linux environment
- Lead roll in optimizing the 400 CPU render farm which then led to several successful game titles
- Game titles include *KillZone*, *LAIR*, *ATV*, *SOCOM*, *MLB*, *WarHawk*, and *NBA*

WavGen, Inc., Los Angeles, CA

2000 - 2007

Business Development, Systems & iTechnology, Pipeline Scripting & Programming

- Directed WavGen Software development Team for GIS and remote sensing pipelines and programming
- Use of ERMapper, Autodesk VIZ, Autodesk AutoCAD, Autodesk MAP 3D, REVIT, MAP 3D, ESRI, etc...
- Extensive use of CG software (Lightwave, Maya, 3DS, XSI, Mental Ray, Brazil, FinalRender)
- Successfully spearheaded upstart company to combine remotely sensed data and high end rendering
- Developed environments with 3D computer graphics and Remote Sensing software for film and TV
- Engineered online automated IT strategy and implemented its architecture for online sales of software
- Programmed online forum, affiliate program (B2B and B2C), and online run-time licensing (Perl on Apache)
- Programmed in .NET/C#, Microsoft Visual Studio 2005, and used subversion for source repositories
- Online content developed on a SOLARIS 10.x SUN ULTRA II Server via Apache and SQL
- Designed a service-oriented application and integration platform around Google Earth API's and modules
- Copyright protected, trademarked, and initiated patents on the software with Offner & Anderson P.C.
- Implemented IT payment gateway and shopping cart solution using PHP predominantly Perl on SOLARIS
- Secured financing for turnkey data visualization and implemented new e-commerce methods to track sales
- Introduced Generally Accepted Accounting Practices and compliant year ending financials and tax strategies
- Implemented an SAP accounting collection process commensurate with online sales of software
- Produced company's monthly press releases and a news letter, wrote performance reports for public relations
- Designed and executed software sales and marketing tradeshow and sales presentations.

TerraTracer, Inc., Ludwigsburg, Germany

1997 - 2001

Business Development, Systems & iTechnology, Pipeline Scripting & Programming

- Developed international 3D terrain animation software for special events, feature film, television, and IMAX
- Invented data processing algorithms like Data Fusion algorithms on the IHS Brovery and Pan Sharpening
- Developed processing algorithms in data preprocessing, de-hazing and atmospheric corrections
- Implemented mosaicing and color balancing and 3D spatial wavelet database design, & data compressions

- Visual Effects Supervisor of the Tour de France 3D Maps and stages for international television
- Geodata organized through IGN France (Paris).Television Broadcasts between 1999-present
- Developed TV geodata pipelines for OLN, ARD, TV1, AU1, & across Asia and Australia for sports coverage
- Visual Effects lead for IMAX films such as "Safari 3D" and "Brain Power" produced by nWave Digital Pictures
- Visual Effects Supervisor on the OLN and ABC "Mount Everest - Global Extremes" prime time reality show
- Produced television commercial & special events coverage of the Mercedes Benz C-Class TV Commercials
- Implemented and designed the multimedia lab including editing and compositing, rendering and animation

Arthur Andersen, Frankfurt, Germany

1990 - 1992

Business Analyst & Accountant

- FAST I & II training in Segovia, Spain and FAST III training in Bitburg, Germany and Luxemburg
- SAP Training on the Basis System (BC) which includes the ABAP programming language
- Supported staff accounting year ending financials for Gubor Chocolates near Freiburg, Germany
- Implemented SAP R3 modules and trained the administration of these modules to Gubors' accountants
- Advised Hershey Pennsylvania on payroll and other accounts reflected in SAP modules installed
- Facilitated communication with internal and external auditors on several mission critical assignments
- Reports successfully translated into English and reported between USA and Europe - "Blue Book Reporting"
- Implemented blue book suggestions to Hershey PA on pension issues and on employee and company taxes
- Audited and administered SAP strategies into a diverse portfolio of publicly traded and privately held firms

EDUCATION

Yale University, New Haven, CT

1995 - 1997

- PhD (still pending) in Volcano Seismology, Geology and Geophysics
- Thesis on Spatial and Amplitude Distribution of Volcanic Tremor and Effects of Stratigraphical Filtering

Stuttgart University, Stuttgart, Germany

1992 - 1994

- M.S. in Geology & Geophysics
- Thesis on Spatial & Temporal Distribution of Volcanic Tremor on the Island of Stromboli, Italy

Northeastern University, Boston, MA

1987 - 1989

- MBA in International Business Administration & Accounting

Northeastern University, Boston, MA

1982 - 1986

- Bachelor in Geology & Geophysics; Majored in Math & Sciences

SELECTED HONORS & AWARDS

- PhD Stipend recipient at Yale University
- Fast I & Fast II at Arthur Andersen
- TerraTracer Best In Space Achievement Award in Terrain Visualization
- WavGen Software SIGGRAPH and Mental Ray Group Los Angeles